

CONTENTS

GETTING STARTED	1
INTRODUCTION	1
USING THE CONTROLLER	2
MAIN GAME MENU	3
OPTIONS MENU	4
PAUSE MENU	5
MAIN GAME SCREEN	6
SPIDEY POWER-UPS	7
HYDRA MILITIA	8
ENFORCERS	10
BATTLE ZONES	12
CREDITS	14

GETTING STARTED

1. Set up your Sega Genesis 32X System™ or console with its instructions manual.
2. Make sure the power is off, then insert the cartridge into the Genesis 32X Console.
3. Turn the power switch on. In a few moments the title screen will appear.
4. Press the START Button on the Genesis Control Pad to advance past the title sequence and begin play.
5. If the title screen doesn't appear, turn the power switch off. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch on.

Important: Always make sure the power switch is turned off when inserting or removing your cartridge.

INTRODUCTION

HYDRA'S massive electrical plasma Grid has shrouded New York City in a blanket of hysteria and chaos. The Skyscrapers are crumbling. People are dying. It's only a matter of time before the Big Apple becomes the Baked Apple.

Only you — with some help from the City's Daredevil — can calm this kinetic Grid and take the evil forces of its source.

SEGA

32X

GENESIS

INSTRUCTION MANUAL



RAGE TO ADULTS



USING THE CONTROLLER

3 Button Controller



SURFACE CONTROLS

RUN: Press and hold the D-Pad **LEFT** or **RIGHT**.

CROUCH: Hold the D-Pad **DOWN**.

CRAWL: Hold the D-Pad **DOWN**, then press **LEFT** or **RIGHT**.

SCALE: Press the C Button while standing next to a wall or barrier. To "un-stick" yourself from a wall or barrier, press the C Button.

JUMP: Press the C Button. (Tap the C Button while running for a running jump.)

SPECIAL SURFACE CONTROLS

LONG JUMP: Press the C Button while running (press the D-Pad **LEFT** or **RIGHT** to guide jump direction).

JAB: Press the B Button.

COMBO ATTACK: Tap the B Button repeatedly.

CROUCH PUNCH: Press the B Button while crouching. (Very effective in loosening breakable platforms.)

RUNNING KICK: Press the B Button while running.

WEB-BLAST: Press the A Button (use the D-Pad to aim down)

WEB CONTROLS

WEB-LAUNCH: Tap the C Button twice.

WEB-BLAST: Press the A Button while swinging.

WEB KICK: Press the B Button while swinging.

MAIN GAME MENU

Press the START Button to bypass the Intro screens and access the Main Game Menu. To make a selection in the Main Game Menu, press the D-Pad UP or DOWN to select an option. Press the C Button to enter your selection.

Start

Select this to begin play.

Options

Here you can turn the music (if sound is on) on or off, adjust the difficulty level, or reset your Web Controls to your own specific device.

OPTIONS MENU

OPTIONS

MUSIC ON

SFX ON

NORMAL

CONTROLS

EXIT

To make a selection in the Options Menu, press the D-Pad UP or DOWN to select an option and press the D-Pad LEFT or RIGHT to toggle through selections under that option. When finished selecting your options, choose "EXIT."

Music

Here you can choose to play with the music on or off.

SFX

Here you can choose to play with the sound effects on or off.

Difficulty

Here you can set the gameplay difficulty to EASY, NORMAL or HARD.

Controls

Select this option by pressing the C Button. You can reconfigure the game controls to your liking by moving the D-Pad in any direction. Press the C Button to enter your configurations.

PAUSE MENU



To access the Pause Menu, press the **START** Button while playing. Here you can pause gameplay as well as call upon the aid of your Super Hero ally Daredevil, who will swing across the screen and throw a special enemy-wasting billy club. You can access Daredevil only if you have rescued him and possess a Daredevil icon.

MAIN GAME SCREEN



This is where all the action takes place. Here you will find the following:

Web Meter

Measures the amount of Web-Fluid you have remaining. This meter will diminish each time you fire a Web-Blast or activate your Web. Be sure to monitor your Web-Fluid level — you wouldn't want to be left Web-less while pinned in an alleyway with the likes of Dragonmon.

Health Meter

Monitors your health level. The more punches and blasts you take, the more this meter fills in red, the weaker you become.

Lives

Displays how many lives you have. You begin with three. Make no mistake, you're gonna need them all.

Daredevil Icons

These allow you to call upon Daredevil for help. In order to collect Daredevil icons, you must rescue him. Two Daredevil icons will then be placed randomly throughout the game.

SPIDEY POWER-UPS

RMDRA has deployed their mercenaries in S.R. force. In order to survive, you will need to collect as many power-up items as you can be on the lookout for the following:



First Aid Pack

This will boost your health meter.



Web-Fluid

Collect this to gradually replenish your Web-Fluid.



Daredevil Icons

These enable you to call upon Daredevil for assistance in sticky situations.



1-Up Icons

These give you an extra life.

HYDRA MILITIA

The following is a description of the vermin you must eliminate on your quest to tear down the Grid and save the Big Apple from total devastation.



HYDRA Agents

This para-military legion of electrified cyborgs have infested every alley and rooftop of New York City to ensure they destroy anything they feel isn't theirs. Beware, they fire lightning orbs and are masters in hand-to-hand combat.



Dreadnoughts

You may recognize these heavily armored mercenaries from the amazing Spider-Man comic books. Standing eight feet tall and able to lift as much as 15 tons, Dreadnoughts are programmed to fight like professional soldiers — and spit fireball blasts from as far away as 10 feet.



Probes

Probes are HYDRA'S cyber espionage tool. They are used to monitor old HYDRA Agents and Dreadnoughts in battle. Although an electrode blast from a Probe isn't particularly lethal, it can prove quite a distraction while in a heated battle with HYDRA forces. Be on the lookout for two deadly types of Probes.



Spheras

Don't underestimate the Spheras when they become imminent danger. Spheras explode on contact and will zap your head in matter with each hit.



Fish

Fish are just like Probes only they are shaped like fish. Make sure to stay clear of their powerful laser blasts.



Rocket Launchers

Rocket Launchers can prove trouble some as they attack from ceilings. Watch for above. Spidey!

ENFORCERS

HYDRA has called in the Enforcers, the deadliest team of mercenaries notorious for giving super-heroes a bad time. Study the following descriptions as they may help you avoid serious injury.



Dragonman

With an awesome 12-foot wingspan, Dragonman's attack is swift and clean. Watch for that surprise swoop as this fire-breather's neutron bombs can eat through steel. You may want

to call in Daredevil to assist you in squashing this purple punisher.



Thermite

Lurking in the old wasteland, this toxic Enforcer awaits — with fire in his eyes. Torch blasts and fists as all the T-Man needs to toast his prey. One wrong move and it's kabob city for you.



Blitz

This turquoise raven likes to battle above the clouds in her balloon doom. Although she doesn't possess kinetic powers, Blitz's blazing hooks and karate kicks are just as lethal as any voltage orb or neutron bomb.



Warbler

Warbler is the tiny, no-nonsense Enforcer you will face. His combat skills may be poor, but his ability to transport himself and other Enforcers to other levels can prove very effective in confusing his opponents. And don't forget about his energy beams. He uses those to weaken his prey.



Eel

Eel is a human mutant, capable of tying his enemies with barely the lift of his finger. And it's all in his suit. Eel's threads emit huge waves of electricity that he directs with his hands and arms. His costume also generates an electrical field which allows him to sense his surroundings in total darkness. Don't forget your circuit breakers!



Tangle

At least this one likes a fair fight... Uh, sort of. You see, just like you, Tangle can fire Webbing. Use ceilings and walls when doing battle with this sticky babe. And remember, the one with the most Web-Fluid at the end wins.



Super-Adaptoid

We've saved the best for last. Super-Adaptoid possesses the ability to replicate and mimic the super powers of other beings, gaining or losing mass at will. You don't really know who you'll be battling while in the ring with this devious duplicator. But if anyone can do it, Spider-Man can!

BATTLE ZONES

The following is a brief description of the locations where you will do battle. Some are strewn with rubble and wreckage. Some are developed in fire and ash. Some are lower and submerged deep beneath the ocean. Swing with caution, Spider-Man.



New York

Dragon and Cyclops's refuge is here, where an old cityscape. Beware of HYDRA Agents as well as falling debris. If anything, this is a good time to test

your webbing and wall-crawling techniques.



George Washington Bridge

This suspended strip of asphalt is now home to HYDRA Agents and Probes. These guys are skilled in hand-to-hand

combat. Use abandoned cars and cables to elude your enemies, but keep an eye on your Web-Fuild. Without your Web, you will get crushed.



Oil Wasteland

Welcome to Thermite's fiery Hades. Prepare for some blistering combat with your old friends, the HYDRA Agents. You're better off sooting than

slipping and sliding with HYDRA sporting partners. Things are going to get pretty hot out here, you may want to call in Daredevil.



Power Plant

The Power Plant on Long Beach is infested with HYDRA Agents and Dreadnaughts. Prepare for a real test of sticky spider action amid

the searing glow of nuclear power. Watch for your spider robot to avoid electric shocks, molten voltage gates and pesky Probers. Use your Web-Blasts wisely and make use of breakable walls.



HYDRA Airship

The diabolical Biz is escaping in her cyber dirigible and she's got an army to protect her from an unsuspecting spider attack. Regeneration

chambers spit out HYDRA Agents and Dreadnaughts like clockwork. Be ready for plenty of turbulence.



HYDRA Fortress

There are two parts of the Fortress. First you must battle Tangle, then the vicious Super-Adaptoid. HYDRA and the Enforcers

have built an elaborate — and deadly — maze for you. Be sure to make use of cargo elevators and tower-to-tower gliders as you climb your way to the Super-Adaptoid's chamber. And it's time to bring a full supply of Web-Blasts. Good luck, Spider!

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Sega of America, Inc., warrants to the original consumer purchaser that the Sega 32X Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free-of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship. To receive warranty service, call the Sega Consumer Service Department at 1-800-USA-SEGA.

To receive Canadian warranty service, call the SEGA Canadian Consumer Service Department at 1-800-872-7342

DO NOT RETURN YOUR SEGA 32X CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega 32X Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

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For French instructions, please call.

Instructions en français, téléphoner au: 1-800-872-7342

